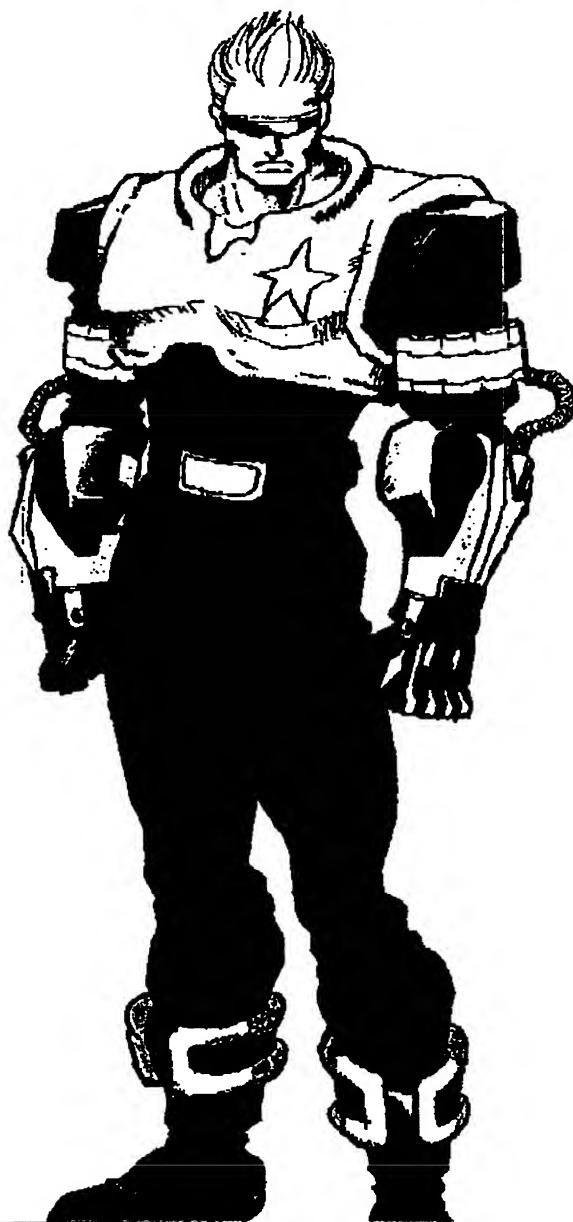


CAPTAIN COMMANDO



CAPCOM U.S.A.

WARNING

**THIS GAME MUST BE GROUNDED. FAILURE TO DO SO MAY
RESULT IN DESTRUCTION TO ELECTRONIC COMPONENTS.**

WARNING: This equipment generates, uses and can radiate radio frequency energy and if not used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a CLASS A computing device pursuant to SUBPART J and PART 15 of FCC RULES, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.



"WINNERS DON'T USE DRUGS"

William S. Sessions, Director, FBI

IN COOPERATION WITH THE AAMA AND FBI ANTI-DRUG CAMPAIGN

CAPCOM, USA INC.

INVITES YOU TO USE

***OUR SERVICE NUMBER FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER CAPCOM GAME YOU NOW HAVE ON LOCATION.
PLEASE HAVE GAME SERIAL NUMBERS AND CABINET NUMBERS READY.***

***CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.***

Direct Number

(408) 727-0400

Installing Your New



Game package

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DIP SW (A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COINS TO START	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
CONTINUE COIN					OFF	OFF	OFF		
	NORMAL							OFF	
	CONTINUE COIN							ON	
									OFF
NO USE									ON

DIP SW (B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 1	EASY	1	OFF	OFF	OFF				
		2	ON	OFF	OFF				
		3	OFF	ON	OFF				
		4	ON	ON	OFF				
	NORMAL	5	OFF	OFF	ON				
		6	ON	OFF	ON				
		7	OFF	ON	ON				
		8	ON	ON	ON				
	DIFFICULT	8	ON	ON	ON				

DIP SW (B)

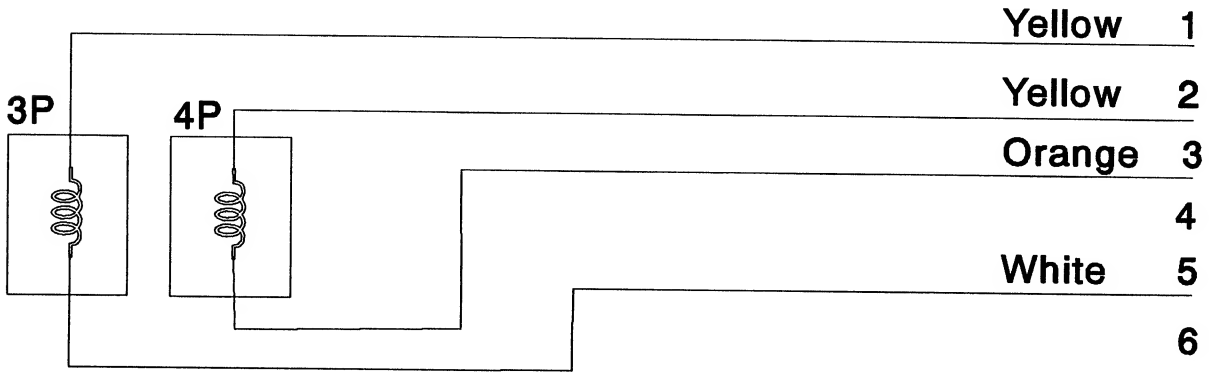
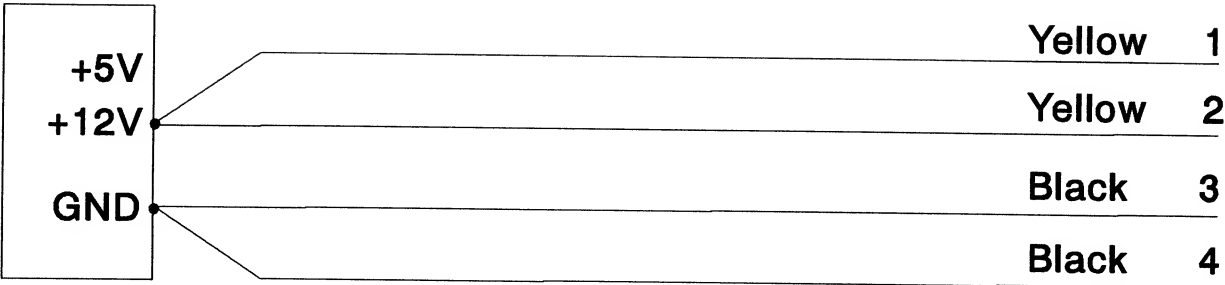
ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 2	1				OFF	OFF			
	2				ON	OFF			
	3				OFF	ON			
	4				OFF	ON			
							OFF		
PLAYER	1 PLAYER							OFF	OFF
	2 PLAYER							ON	OFF
	3 PLAYER							OFF	ON
	4 PLAYER							ON	ON

DIP SW (C)

ITEM		1	2	3	4	5	6	7	8
# OF LIVES	2	OFF	OFF						
	3	ON	OFF						
	4	OFF	ON						
	1	ON	ON						
FREE PLAY				OFF ON					
SCREEN FREEZE					OFF ON				
SCREEN FLIP						OFF ON			
DEMO SOUND							OFF ON		
CONTINUE								OFF ON	
GAME TEST									OFF ON

CNI03				
+12V	1	#22	1.440mm	Yellow
+12V	2	#22	1.440mm	Yellow
4P	3	#22	1.440mm	Orange
	4			
3P	5	#22	1.440.mm	White
	6			

CNI01					
	GND	1	#22	1.440mm	Black
	GND	2	#22	1.440mm	Black
4P	Right	3	#22	1.440mm	White
4P	Left	4	#22	1.440mm	Brown
4P	Down	5	#22	1.440mm	Orange
4P	Up	6	#22	1.440mm	Green
4P	Shot 1	7	#22	1.440mm	Lt Green
4P	Shot 2	8	#22	1.440mm	Purple
4P	Coin SW	9	#22	1.440mm	Gray
4P	Start SW	10	#22	1.440mm	White



CNI02			
	GND	Black	1
	GND	Black	2
3P	Right	Purple	3
3P	Left	Gray	4
3P	Down	White	5
3P	Up	Brown	6
3P	Shot 1	Orange	7
3P	Shot 2	Green	8
3P	Coln SW	Lt Green	9
3P	Start SW	Purple	10

CNI01			
	GND	Black	1
	GND	Black	2
4P	Right	White	3
4P	Left	Brown	4
4P	Down	Orange	5
4P	Up	Green	6
4P	Shot 1	Lt Green	7
4P	Shot 2	Purple	8
4P	Coln SW	Gray	9
4P	Start SW	White	10

HELPFUL HINTS IN CASE OF DIFFICULTY

PROBLEM/CAUSE-CURE

No Raster/No Video

- Check A.C. line cord
- Check line fuse
- Check monitor brightness
- Check power switch
- Check all solder connections on line filter and transformer
- Check for proper orientation of the PCB connector

Raster/No Video

- Check all PCB to monitor connections
- Check power supply voltage on PCB

No Video/Game sounds can be heard

- Check monitor brightness
- Check all PCB to monitor connections

Wrong Colors

- Monitor needs degaussing
- Check for proper wiring between PCB and monitor
- Check monitor adjustment and adjust if necessary

Wavy Picture

- Check monitor ground is properly connected to monitor
- Be certain sync inputs are properly connected to monitor
- Check horizontal hold adjustment

Horizontal/Vertical Roll

- Check horizontal and/or vertical hold adjustments
- Check for proper wiring of sync from PCB to monitor

No Sound

- Check volume control potentiometer adjustment
- Check for +12 volts on edge connector of PCB
- Check wiring from PCB to speaker
- Check speaker for low resistance between the “+” and “-” tabs

Bad Sound

- Check wiring to speaker for bad solder connections
- Check sound with another speaker

No Switch Input

- Check ground connection to switch/es
- Check wiring between PCB and switch/es for proper connection
- Check switch/es with an ohmmeter to verify proper operation

Switch Operates Incorrect Function

- Check wiring between PCB and switches for proper orientation
- Check wiring for shorts between switch inputs

No Coin Meter

- Check wiring to coin meter
- Check that +12 volts is on “+” side of meter
- Verify a +12 volt meter is used

When coin switch is made and meter pulses, the screen blanks out and/or game resets

- Verify that a meter with a diode is used
- If no diode is built in meter, a 1N4004 can be used across the meter. Cathode to “+” side of meter and anode to “-” side of meter

CAPCOM GAME OWNER:

Please fill out card and register for Free drawing at COIN-OP SHOWS.
YOU NEED NOT BE PRESENT TO WIN.

Remember to fill in S/N of PCB (S/N IS REQUIRED FOR DRAWING).

REGISTER FOR FREE DRAWING



-15-



FROM:

PLACE
STAMP
HERE

CAPCOM U.S.A., INC.

3303 Scott Boulevard
Santa Clara, CA 95054



**3303 Scott Boulevard
Santa Clara, CA 95054
(408) 727-0400**

[illegible][illegible][illegible][illegible]

PURCHASED FROM:															MONTH	DAY	YEAR		
																-		-	

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DO YOU OWN ANY OTHER CARPOM ARCADE GAMES?

DO YOU OWN ANY OTHER CAFE COM ARCADE GAME
YES ☐ NO ☐ PLAN TO BUY IN NEAR FUTURE ☐

WHAT CAPCOM ARCADE GAMES ARE YOU FAMILIAR WITH: CAPCOM BOWLING ☐ GHOULS'N'GHOSTS ☐ STRIDER ☐ FORGOTTEN WORLDS ☐

BUSTER BROS. ☐ FINAL FIGHT ☐ MERCS ☐ UN SQUADRON ☐ 1943 ☐ STREET FIGHTER ☐ WILLOW ☐ _____

[illegible]
